

Name: _____ Counter: _____



Drakh Die'Kham Defense Frigate

SPECS

Class: Hvy. Combat Vsl.
In Svc: 2150
Point Value: 525???
Ramming Factor: 135
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 x Speed
Turn Delay: 3/4 x Speed
Accel/Decel Cost: 3 Thrust
Pivot/Jink Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: +4
Initiative Bonus: +6

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| Turn Cost | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |
| Turn Delay | 1 | 2 | 3 | 3 | 4 | 5 | 6 | 6 | 7 | 8 | 9 | 9 |

WEAPON DATA

Fletcher Gun

Class: Matter
Mode: Standard
Damage: 1d6+5
Range Penalty: -2 per Hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire 1 per turn
Special: Multiple Fletcher guns intercepting the same target do not degrade.

Light Phasing Pulse Cannon

Class: Molecular
Mode: Standard
Damage: 10 d5 Times
Maximum Pulses: 6
Group Rating: +1 per 3
Range Penalty: -2 per Hex
Fire Control: +3/+3/+6
Intercept Rating: -3
Rate of Fire 1 per turn
Special: Ignores Shields

Scrambler

For every 4 power placed in Scrambler subtract 1 from ships defensive value vs. all incoming weapons fire with in the arc of the Scrambler. Scramblers may not combine if they over lap. The highest value takes precedence.

FORWARD HITS

1-5: Retro Thrust
6-7: Lt. Phasing Pulse Cannon
8-9: Fletcher Gun
10-11: Scrambler
12-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt. Phasing Pulse Cannon
9-10: Fletcher Gun
11-12: Scrambler
13-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
19-11: Port/Stb. Thruster
12-14: Sensors
15-16: Engine
17: Hanger
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

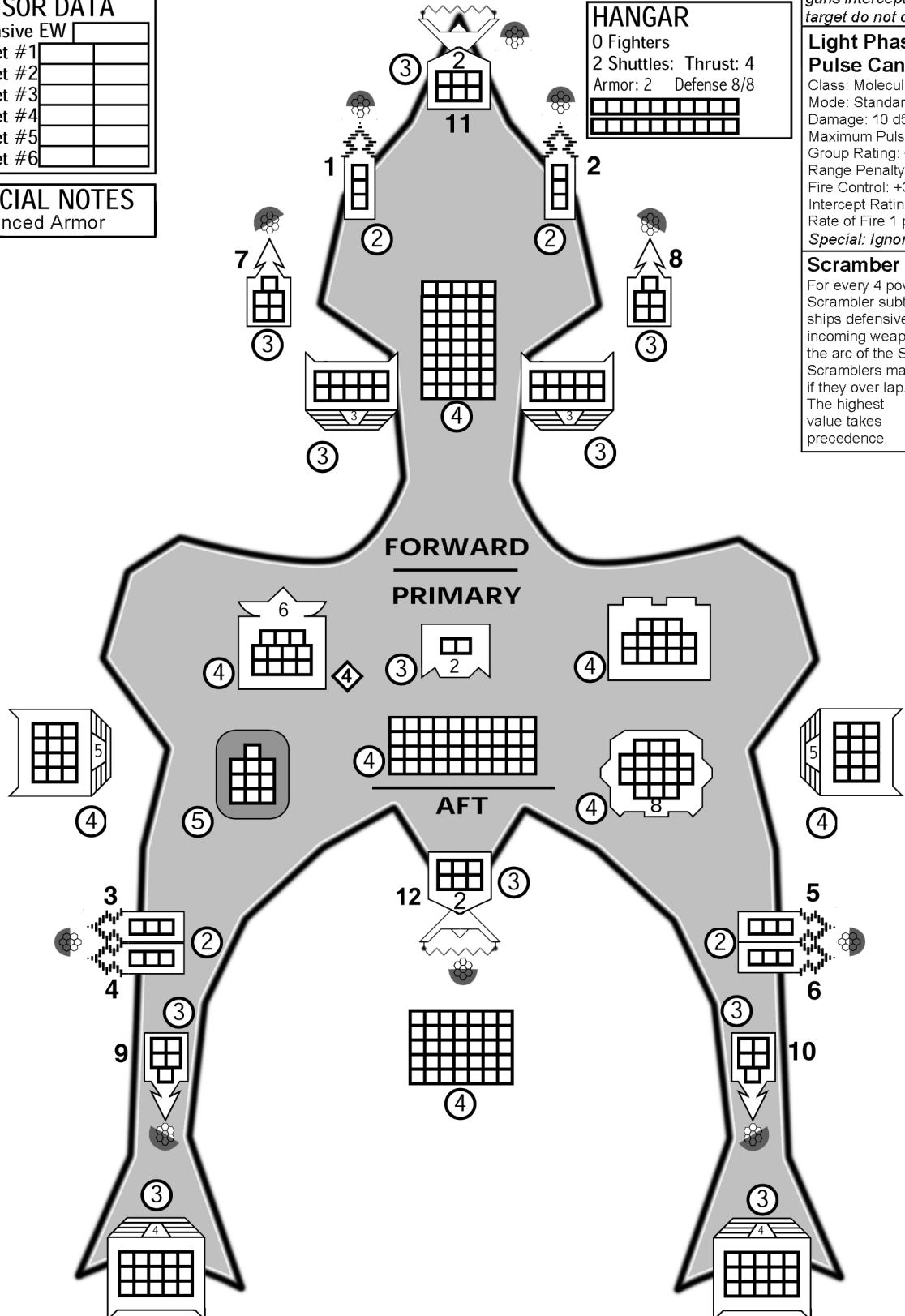
Target #6

SPECIAL NOTES

Enhanced Armor

HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 2 Defense 8/8



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Fletcher Gun
- Light Phasing Pulse Cannon
- Scrambler